Chapter 100: The Rise of the Third Layer Lesser Absolutes' Armies

To further cement their control over their inner worlds, the Third Layer Lesser Absolutes forged their own armies, each comprised of four distinct groups of troops. These armies are highly specialized, reflecting the unique powers and domains of their creators. Each group within the army is organized by role, purpose, and strength, contributing to the overwhelming power and influence that each Third Layer Lesser Absolute wields.

Luminis' Army:

1. Solar Sentinels (10 million)
Elite warriors infused with the power of the sun. They defend the realm of Luminis with unyielding vigilance, using solar weapons and light-based magic to purge any darkness from their domain.

2. Radiant Legion (50 million)
Soldiers imbued with the essence of starlight, the Radiant Legion is tasked with maintaining the stability of the Solareon realm, ensuring that no corruption disrupts the harmony of light.

3. Sunforged Golems (20 million)
Giant golems made of crystallized solar energy. They serve as the backbone of Luminis’ army, providing immense physical strength and resilience against any invader.

4. Flarestrike Troopers (30 million)
Fast and agile soldiers who specialize in quick strikes and guerrilla tactics. They harness the power of solar flare storms to obliterate enemies in rapid bursts.

Solara's Army:

1. Cosmic Blades (15 million)
Sword-wielding warriors who channel the power of cosmic winds and solar storms. They slice through enemies with ease, leaving trails of destructive energy in their wake.

2. Stellar Drakes (25 million)
Dragon-like creatures with wings made of fiery cosmic energy. They soar across the realm, unleashing devastation from the sky with their powerful breath attacks.

3. Solar Tempests (30 million)
Warriors formed from concentrated solar energy. They can control and create solar storms that devastate entire battlefields, leaving nothing but scorched earth behind.

4. Astral Strikers (40 million)
Swift-footed troops capable of harnessing cosmic winds for fast movement. Their attacks are imbued with the power of solar winds, capable of cutting through any defense.

Aurelan's Army:

1. Order's Guardians (20 million)
These disciplined warriors protect the balance of Aurelan's realm, using energy constructs to shield their comrades and maintain harmony across the cosmos.

2. Celestial Knights (30 million)
Armored soldiers wielding celestial weaponry that can control the flow of time and space within Aurelan’s realm, creating defensive formations that prevent enemies from gaining ground.

3. Harmonized Sentinels (25 million)
Warriors who can synchronize their power with the elements of the realm, ensuring that no force can disrupt the natural balance. They are the embodiment of celestial harmony.

4. Chronomancers (15 million)
Spellcasters capable of manipulating the flow of time. They use their abilities to freeze enemies in place or accelerate their movements, creating chaos on the battlefield.

Vastaron's Army:

1. Chaos Lords (10 million)
Powerful beings capable of creating and controlling chaos. They serve as generals and tacticians, able to summon new stars and manipulate cosmic bodies at will.

2. Starforged Champions (25 million)
Warriors who channel the power of celestial chaos, using it to create unpredictable bursts of energy that disorient enemies and fracture their defenses.

3. Voidwarped Beasts (30 million)
Horrific creatures that feed on the very essence of space and time. They are capable of tearing through the fabric of reality itself, creating rifts that swallow entire armies.

4. Galactic Reapers (35 million)
Dark entities who wield the powers of destruction, bringing down entire celestial bodies with their devastating energy waves. They specialize in obliterating vast

expanses of space.

Astralis II's Army:

1. Starborn Guardians (20 million)
Protectors forged from the very fabric of stardust. They use powerful starlight magic to guard the realm of Astralis II, ensuring no force can disrupt its cosmic stability.

2. Astral Seekers (30 million)
Elite warriors who can traverse the stars and galaxies at will, attacking with weapons forged from the hearts of dying stars. They are known for their ability to warp space.

3. Stardust Sentinels (40 million)
Guardians who manipulate stardust to create energy barriers and shield their comrades from any oncoming attacks, forming a nearly impenetrable defense.

4. Nebula Assassins (50 million)
Stealthy warriors capable of blending into the cosmic mist, using their abilities to move undetected and strike with deadly force, disrupting enemy formations with their precision.

Solstice's Army:

1. Equinox Defenders (15 million)
These soldiers are imbued with the power to control the equinox, manipulating the balance between light and darkness. They guard the transitions of celestial bodies within Solstice’s realm.

2. Celestial Sentinels (30 million)
Elite warriors who are masters of controlling the celestial cycles, ensuring that the realm remains in a perfect state of balance, regardless of external forces.

3. Seasonal Blades (25 million)
Soldiers wielding weapons tied to the cycles of seasons, able to create powerful attacks that follow the rhythm of time, causing destruction across entire landscapes.

4. Solstice Druids (20 million)
Mystic spellcasters who call upon the forces of the changing seasons. They manipulate the elements to create devastating storms and unpredictable weather patterns on the battlefield.

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Nyxar's Army:

1. Voidwalkers (25 million)
Warriors who traverse and manipulate the very fabric of the void. They control the darkness itself, moving through it undetected and striking from unseen places with devastating power.

2. Shrouded Specters (30 million)
Ghostly beings that exist between dimensions, they can phase through solid matter, making them perfect for infiltration and assassination. Their attacks disrupt the flow of time and space.

3. Eclipsed Warriors (35 million)
Soldiers capable of wielding both darkness and void energies, creating fields of absolute blackness that neutralize all light, disorienting and overwhelming their enemies.

4. Abyssal Beasts (40 million)
Terrifying creatures spawned from the deepest abysses of Nyxar's realm. They are massive, with bodies formed from the void itself, and they devour everything in their path.

Draegon's Army:

1. Shadowlords (20 million)
Dark beings who command the shadowy forces of Draegon's realm. They can manipulate shadows to trap, disorient, and overwhelm their enemies, vanishing into darkness at will.

2. Nightstalker Beasts (25 million)
Fearsome creatures who can manipulate the environment around them, using darkness and silence to stalk their prey. They are capable of phasing in and out of existence.

3. Silence Dwellers (30 million)
Creatures born of complete stillness, they can freeze time for short periods, creating chaos and confusion among their enemies, who are unable to react or move.

4. Eclipse Knights (35 million)
Elite warriors who possess the power to summon and wield darkness in the form of blades, shields, and armor. Their attacks are charged with void energy that shatters the essence of their foes.

Shadeon’s Army:

1. Nightmares (20 million)
Fearsome creatures created from the embodiment of eternal night. They manifest the worst fears of their enemies, causing terror and confusion, which weakens the enemy’s resolve.

2. Abyss Stalkers (30 million)
Silent, shadowy warriors who can slip into the fabric of the abyss itself. They ambush their enemies from the void, making them nearly impossible to detect until it’s too late.

3. Wraithborne (40 million)
Spectral soldiers who drain the very life force of their enemies with each strike. Their ethereal nature allows them to pass through barriers, making them almost unstoppable.

4. Shadebeasts (50 million)
Terrifying, monstrous creatures formed entirely from shadows. They prey on the fear of their enemies and have the ability to summon darkness that consumes all light and life.

Umbros' Army:

1. Shadow Assassins (25 million)
Elite agents capable of using shadows to mask their presence. They are experts in stealth and infiltration, able to eliminate high-priority targets in complete silence.

2. Fearbringers (30 million)
Warriors who specialize in manipulating the fear of others. They can project illusions of nightmarish creatures and forces, breaking the morale of their enemies.

3. Umbral Titans (35 million)
Massive shadow entities that loom over the battlefield, wielding tremendous power. Their strikes create shockwaves of darkness that consume everything they touch.

4. Night’s Heralds (40 million)
Commanders of the shadow forces, able to control and amplify the effects of fear and darkness. They lead the armies of Umbros with unwavering control, using their powers to sow dread in the hearts of all.

Noxis' Army:

1. Voidblades (20 million)
Warriors whose weapons are forged from pure darkness, capable of cutting through any material. Their strikes can sever both physical and ethereal entities.

2. Blackened Sentinels (30 million)
Protectors of Noxis' realm, they are the last line of defense against invaders. They wield the power of the void to create impenetrable shields and devastating counterattacks.

3. Eclipsed Reapers (40 million)
Harbingers of death who can summon void storms to obliterate enemies. Their power over the void enables them to extinguish light and life wherever they go.

4. Abyssal Shadows (50 million)
Shadows that grow stronger with every drop of blood spilled. They are relentless, feeding off destruction and chaos, and their presence suffuses the battlefield with a pervasive darkness.

Abyssian's Army:

1. Dread Beasts (25 million)
Horrifying creatures from the deepest voids. These beasts can tear through entire armies with their immense strength and shadow-infused claws.

2. Voidborn Sentinels (30 million)
Elite guardians capable of manipulating the fabric of the void itself. They create rifts in space to attack enemies from all angles and defend the realm against incursions.

3. Abyssal Mages (35 million)
Powerful spellcasters who draw their magic from the very essence of the abyss, capable of casting reality-warping spells that turn the tide of battle.

4. Darkness Dreadlords (40 million)
Leaders of Abyssian's forces, these dark sorcerers can control the very essence of shadows and the void. Their mastery of forbidden magic makes them nearly invincible in battle.

Cindar's Army:

1. Magma Warriors (30 million)
Soldiers made of living magma. They possess the ability to manipulate molten earth, creating rivers of fire that can engulf entire enemy forces.

2. Volcanic Beasts (35 million)
Ferocious creatures capable of causing volcanic eruptions and earthquakes. Their brute strength and molten breath are powerful enough to destroy entire cities.

3. Emberknights (40 million)
Armored warriors who wield weapons made from volcanic rock and obsidian, channeling the power of the earth’s core into their strikes, igniting their foes in intense firestorms.

4. Infernal Golems (50 million)
Massive golems formed from the earth's crust, infused with the power of molten lava. They serve as the unstoppable juggernauts of Cindar’s army, crushing all in their path.

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Flareon's Army:

1. Firestorm Knights (25 million)
Elite soldiers who control the power of explosive flames. Their armor is infused with molten lava, and they wield flame-forged swords capable of incinerating enemies in an instant.

2. Inferno Beasts (30 million)
Massive, flame-wreathed creatures that ravage the battlefield with their fire breath and fiery claws. They are bred to endure extreme heat and their presence causes the very air to ignite.

3. Blazing Sentinels (35 million)
Guardians of Flareon’s domain, they summon and manipulate firestorms, using the surrounding heat to form impenetrable barriers of flames that scorch anything that approaches.

4. Ember Fiends (40 million)
Demonic entities made of living flame. They cause infernal destruction as they roam the battlefield, engulfing entire armies in their fire-wreathed forms.

Magmaeth's Army:

1. Lava Sentinels (25 million)
Massive titans of molten stone, these warriors use their immense strength to crush enemies under their molten fists. They can create fissures in the earth to release volcanic eruptions.

2. Fireborn Titans (30 million)
Titans who have fused with the core of Magmaeth's realm, their bodies burning with searing heat. They crush enemies with powerful seismic strikes that turn the battlefield into a molten wasteland.

3. Magma Beasts (35 million)
Creatures capable of swimming through magma, they ambush enemies from beneath the surface, emerging from volcanoes to unleash devastating eruptions.

4. Volcanic Warlocks (40 million)
Spellcasters who control the power of volcanic eruptions, turning the terrain itself into a weapon. Their magic manipulates magma and fire to create waves of destruction.

Volcanis' Army:

1. Seismic Warriors (20 million)
Brutal fighters who use seismic energy to crush their enemies. They create earthquakes with every step and can shatter the ground beneath them with the force of their strikes.

2. Flame Furies (30 million)
Violent warriors who harness the power of uncontrollable flames. Their very presence creates torrents of fire that rip through the landscape, incinerating everything in their path.

3. Molten War Machines (35 million)
Large, armored constructs powered by molten energy. These war machines lay waste to armies, spewing molten lava and fire upon their enemies.

4. Eruption Behemoths (40 million)
Gigantic creatures that resemble volcanoes in their fury. Their eruptions are catastrophic, capable of obliterating entire battalions and leaving nothing but scorched earth in their wake.

Emberus' Army:

1. Flame Chasers (20 million)
Elite soldiers who specialize in speed and fire manipulation. They create trails of fire as they move, burning anything in their path and overwhelming enemies with swarming heat.

2. Ashen Beasts (30 million)
Creatures made of ash and soot that emerge from the remains of fiery battlefields.

They strike with great force and unleash waves of toxic ash that suffocate their enemies.

3. Cinder Knights (35 million)
Heavily armored warriors wielding weapons made of volcanic stone and obsidian. They fight with unrelenting aggression, using their fiery blades to scorch through any opposition.

4. Infernal Spirits (40 million)
Entities made from the very essence of destruction and flame. They can manipulate firestorms and summon waves of destructive heat to burn their enemies to ash.

Scorchon's Army:

1. Firestriders (25 million)
Warriors who specialize in swift and powerful flame-based attacks. They leave trails of fire behind them, turning the battlefield into an inferno of destruction.

2. Blazing Demons (30 million)
Fiery creatures that appear like living demons wreathed in fire. They wield heat-based powers that can melt through the toughest armor and burn their enemies to the bone.

3. Molten Marauders (35 million)
Marauding warbands capable of calling down showers of meteoric fire and molten lava from the sky, causing devastating explosions across the battlefield.

4. Hellfire Titans (40 million)
Colossal entities that emanate such intense heat that they burn everything within range. Their size and strength allow them to crush entire armies under their molten fists.

Duskrion's Army:

1. Twilight Phantoms (20 million)
Silent, ethereal warriors who use the dimming light of dusk to slip past their enemies unnoticed. They specialize in ambush tactics, striking swiftly from the shadows.

2. Dusk Reapers (30 million)
Spectral figures who command the twilight hours. They use their scythes to collect the souls of those who fall before them, and their presence saps the strength of their enemies.

3. Nightweavers (35 million)
Masters of illusion and shadow, they can manipulate the twilight to create false realities and confuse their enemies into making fatal mistakes.

4. Dread Wraiths (40 million)
Dark spirits born from the merging of twilight and shadow. Their touch drains the life from their foes, leaving them as empty husks.

Umbrion's Army:

1. Shadow Lurkers (25 million)
Elite agents who can fade into shadows and strike from unseen positions. They are able to remain undetected until they deliver a lethal blow to their targets.

2. Illusionist Specters (30 million)
Creatures who twist and distort reality with their illusions. They can make entire battalions believe they are surrounded by enemies when, in truth, they are alone.

3. Nightmarish Beasts (35 million)
Ferocious creatures that induce terrifying hallucinations and nightmares. Their presence alone disturbs the minds of those they encounter, making them vulnerable to attack.

4. Twilight Enforcers (40 million)
Enforcers of Umbrion’s will, these shadowy warriors wield the power of twilight itself, manipulating the space between light and darkness to subdue their enemies.

Nocturne's Army:

1. Moonlight Sentinels (20 million)
Elite warriors who use the power of the moon’s light to enhance their attacks. They can reflect the light of the moon to create blinding beams that vaporize enemies.

2. Silent Walkers (30 million)
Masters of stealth and assassination, these warriors can move in complete silence and vanish into the night, striking from shadows when least expected.

3. Midnight Beasts (35 million)
Creatures born from the essence of midnight. They can control the darkness and meld into the environment, becoming nearly invisible while they hunt their prey.

4. Night's Fury (40 million)
Soldiers who channel the chaos of the night into devastating attacks. Their weapons are imbued with the essence of night, and they can summon blasts of darkness that

obliterate their enemies.

Shadriel's Army:

1. Twilight Lords (20 million)
Powerful beings who can bend the twilight to their will. They summon waves of shifting light and shadow that disorient and confuse their enemies.

2. Duskwing Flyers (30 million)
Winged creatures that navigate through the dusk, using their wings to manipulate the winds and create deadly storms that tear apart entire formations.

3. Phantom Assassins (35 million)
Silent, shadowy figures that strike from the edges of darkness. They use the cover of dusk to move undetected and strike down their foes with precision and stealth.

4. Eclipsed Devourers (40 million)
Devourers of light, they can consume the very essence of light and darkness, growing stronger as they feed. They drain the energy from their surroundings, weakening their enemies as they grow more powerful.

This concludes the armies created by the Third Layer Lesser Absolutes, each organized into specialized units designed to serve the will of their respective leaders and shape the fate of their realms.

Obscurus' Army:

1. Shadowborn Warriors (25 million)
Fighters born from the deepest, unrelenting shadows. They are masters of stealth and darkness, using their surroundings to disappear and strike without warning. Their weapons are infused with shadow energy, capable of draining the life force of those they touch.

2. Voidshapers (30 million)
Mages who manipulate the fabric of the void. They can open rifts in space, sending enemies into endless abysses or pulling them into pockets of time where they experience eternal torment.

3. Blackout Beasts (35 million)
Monstrous creatures formed from pure darkness. They can shift between solid and incorporeal forms, making them nearly impossible to hit. Their claws and bites can rend the fabric of reality itself.

4. Voidbound Sentinels (40 million)
Guardians of Obscurus' domain, they patrol the boundaries of the void, ensuring that no enemy crosses into the eternal dark. They wield weapons that can silence sound and drain the energy from any living being they encounter.

Crepus' Army:

1. Twilight Reapers (20 million)
Silent, enigmatic warriors who operate in the borders of dusk and dawn. They harness the power of both light and shadow, using their dual nature to strike swiftly and silently.

2. Eclipsed Shadows (30 million)
Creatures born from the eclipse, they are capable of manipulating both light and shadow to confuse and disorient their enemies. They can create perfect shadows that cloak their movements and weaken the resolve of any who encounter them.

3. Nightfall Chimeras (35 million)
Beasts that combine the essence of both light and darkness, creating terrifying hybrid creatures that embody the endless transition between day and night. Their presence causes the line between reality and illusion to blur.

4. Dawnslayers (40 million)
Warriors capable of summoning the first rays of dawn and the final embers of twilight. They use these powers to overwhelm enemies, burning through them with holy light or plunging them into inescapable night.

Blazeth's Army:

1. Flamebound Legionnaires (25 million)
Elite soldiers whose armor is forged from eternal fire. They move as one, engulfing the battlefield in waves of scorching heat and fiery blades. Their fighting style is relentless, forcing their enemies to retreat or face incineration.

2. Emberdrake Beasts (30 million)
Dragon-like creatures covered in molten scales. These beasts unleash fiery breath that can melt stone and incinerate anything in their path. They are unmatched in aerial combat and create havoc as they descend from the skies.

3. Inferno Scourges (35 million)
Fearsome warriors who wield fire-based magic. They summon massive explosions and firestorms that can turn the battlefield into a living furnace, overwhelming their enemies with sheer destructive power.

4. Ashbringers (40 million)
Shadowy, death-bringing entities that spread the effects of intense fires across the land. Their very presence causes everything they touch to burn with an unnatural, unquenchable flame, leaving nothing but scorched earth behind.

Emberith's Army:

1. Blazing Marauders (20 million)
Merciless raiders that specialize in attacking from all directions, setting entire regions ablaze. They use fire to weaken and burn their enemies before finishing them off in close combat.

2. Furyforged Warriors (30 million)
Warriors whose very bodies have been forged in fire, granting them enhanced strength and durability. They wield flaming weapons and possess an unmatched ferocity in battle.

3. Cinderbeasts (35 million)
Creatures made of embers and burning coals. They stalk their prey, erupting from the ground in an inferno, and their attack patterns are both unpredictable and devastating.

4. Volcanic Fiends (40 million)
Demons forged in the heart of volcanoes. Their molten forms are surrounded by searing heat, and they can create fiery earthquakes that tear apart the land beneath their enemies' feet.

Furnion's Army:

1. Molten Guard (25 million)
Soldiers encased in armor made from pure molten rock. These warriors wield weapons that can melt through metal and stone, and they possess the ability to summon eruptions at will.

2. Flamewing Dragons (30 million)
Mighty dragons whose wings beat with the fury of firestorms. They fly above the battlefield, releasing torrents of fiery destruction and raining fire down upon their enemies.

3. Lava Demons (35 million)
Horrifying beings made of pure molten rock. They launch devastating lava projectiles and use their heat to melt and burn everything in their path, leaving no trace of their victims behind.

4. Infernal Titans (40 million)
Colossal entities that rise from the molten depths of Furnion's realm. Their fists create seismic shockwaves and their fiery breath reduces entire armies to ash.

Infernus' Army:

1. Blazeclaw Legion (20 million)
Savage warriors whose claws are infused with infernal flames. They strike with brutal force, leaving trails of fire in their wake, and their swift movements make them deadly on the battlefield.

2. Hellfire Beasts (30 million)
Creatures with molten, fire-coated bodies. They charge into battle with explosive force, using their claws and fiery breath to ravage their enemies. They can traverse lava with ease, emerging from the earth to strike.

3. Infernal Enforcers (35 million)
Demons empowered by infernal energy. They can create fiery shields to block attacks and use fire-based magic to burn their foes from a distance.

4. Searing Leviathans (40 million)
Enormous creatures from the depths of the infernal realm. Their bodies are molten and capable of releasing devastating eruptions. Their size and strength make them a terrifying force on the battlefield.

Ashorin's Army:

1. Ashen Guardians (25 million)
Protectors of Ashorin's domain, these soldiers are made of solid ash and soot. Their powers allow them to manipulate smoke and create choking clouds that obscure vision and suffocate enemies.

2. Cinder Fiends (30 million)
Beasts born from the ashes of the dead, they can summon ashstorms to disorient and confuse their enemies, and their burning claws can turn anything to cinder in moments.

3. Sootbound Reavers (35 million)
Warriors who specialize in using the power of smoke and fire to control the battlefield. Their ash-covered weapons strike with terrifying speed, and they leave no survivors.

4. Ember Wraiths (40 million)
Spirits formed from the very essence of ash. They can summon storms of embers

and fire to engulf their enemies, and their touch brings death by suffocation and burning.

Cinderith's Army:

1. Burntclaw Raiders (25 million)
Skilled in hit-and-run tactics, these soldiers are known for their vicious attacks and brutal methods of setting their enemies on fire. They are deadly both in combat and on the battlefield.

2. Flame Spirits (30 million)
Ethereal beings composed of living flames. They have the ability to phase through objects, burn from within, and manipulate fire to devastating effect.

3. Searing Fiends (35 million)
Demonic entities that are immune to most physical attacks due to their fiery nature. They cause widespread devastation by igniting everything around them, turning entire regions into blazing infernos.

4. Incendiary Titans (40 million)
Colossal beings that rise from the deepest pits of fire and smoke. They can create waves of molten lava with every step and unleash massive firestorms with each strike.

This concludes the composition of armies led by the Third Layer Lesser Absolutes. Each army is specialized, consisting of carefully crafted troops designed to harness the unique powers of their commanders and dominate the battlefield with overwhelming force. Their vast numbers and specialized roles ensure that no enemy can stand against them for long.

Luminara's Army:

1. Radiant Legionnaires (20 million)
Warriors bathed in the purest light, their armor glowing with blinding radiance. They specialize in blinding their enemies with dazzling flashes of light and striking with precision. Their swords and shields are forged from pure energy, and they fight with the intensity of the sun itself.

2. Lightbringer Sentinels (30 million)
These warriors are able to bend light to create shields of pure brilliance that can deflect any attack. They can also summon beams of focused sunlight to pierce through even the toughest armor, making them a formidable force on the battlefield.

3. Solar Wings (35 million)
Creatures of pure light that take the form of winged beings. They can fly at unimaginable speeds and scorch their enemies with radiant beams from their wings. Their power increases when exposed to sunlight, and they leave trails of molten light wherever they fly.

4. Gleaming Phantoms (40 million)
Ethereal beings that phase in and out of existence, appearing as glowing specters on the battlefield. They can slip through solid objects and strike from within, overwhelming their enemies with their ability to manipulate light and become near invincible.

Spectraeth's Army:

1. Prismatic Blades (20 million)
Warriors whose weapons are made from crystallized light, refracting into countless colors. They are capable of striking with light so intense it can disintegrate enemies upon contact. Their attacks are unpredictable, with each strike creating beautiful but deadly prisms of destructive energy.

2. Luminous Guardians (30 million)
These beings wield energy that is both radiant and multifaceted. They can create shields of light that can bend and reflect any attack, while also generating powerful beams capable of burning through the toughest defenses.

3. Chromatic Beastmasters (35 million)
Creatures that have been imbued with the essence of color and light. They can create massive explosions of colored energy, manipulating the entire spectrum to create dazzling and disorienting effects that confuse and overwhelm their enemies.

4. Reflection Specters (40 million)
Beings that exist partially outside of time, able to distort light to create mirror images of themselves. These phantoms confuse their enemies with perfect replicas that can each unleash devastating attacks, leading to chaos and disarray in the ranks of those who dare to face them.

Aurelis' Army:

1. Golden Guardians (25 million)
Armored soldiers that shine like the sun, these warriors fight with unyielding discipline and determination. Their golden armor is nearly impervious to most attacks, and they strike with precision, their weapons crackling with radiant power.

2. Radiant Strikers (30 million)
Warriors that move with the speed and precision of light itself. Their attacks are quick and deadly, using the power of golden light to strike before their enemies can react. Their speed and agility make them difficult to track or avoid.

3. Solar Beasts (35 million)
Mighty creatures that are forged from the energy of the sun. These beasts are capable of emitting explosive bursts of solar radiation that can obliterate entire formations of enemies. Their presence on the battlefield is enough to turn the tide of any conflict.

4. Divine Sentinels (40 million)
Elite soldiers who serve as the highest order of Aurelis' army. They are imbued with the power of the sun itself, able to create barriers of golden light that shield them from attacks and reflect destructive energy back at their enemies. Their strikes are devastating, capable of cleaving through entire armies with a single blow.

Prismalith's Army:

1. Iridescent Swordsmen (20 million)
Warriors whose blades are made from the hardest light crystals. These fighters are experts in combat, using their blades to manipulate light and color to confuse and overwhelm their opponents. They create illusions of their movements, making it difficult to predict their attacks.

2. Refraction Archers (30 million)
Archers that use bows crafted from pure refracted light. Their arrows are infused with the ability to bend and redirect light, making them impossible to dodge. They can also shoot beams of concentrated energy that slice through armor with ease.

3. Prism Creatures (35 million)
Beasts that are capable of creating shifting, holographic forms. They confuse their enemies by refracting the light around them, making it difficult to determine their true location. Their claws and bites can shatter solid structures, and their presence is an unending visual spectacle.

4. Lightshard Sentinels (40 million)
Beings of pure light that can form barriers of refracted energy. They can protect entire armies with their radiant shields and send focused beams of energy that pierce the hearts of their enemies. Their bodies are constructed from light, making them nearly impossible to harm with conventional weapons.

Illumira's Army:

1. Illusionary Warriors (25 million)
Warriors who wield the power of light to create illusions that confound and disorient their enemies. They are capable of creating entire armies of illusions that fight alongside them, tricking opponents into attacking false targets.

2. Mirage Beasts (30 million)
Beasts that can manipulate their forms, creating multiple versions of themselves in order to confuse and overwhelm their foes. They can move at great speed and appear in several places at once, making them difficult to track and capture.

3. Spectral Mist Walkers (35 million)
Creatures born from light and shadow, they can phase in and out of existence and create misty environments that distort reality. Their enemies often find themselves lost in the mists, unable to tell where the attack is coming from.

4. Lightform Sentinels (40 million)
These beings are made entirely of pure light and can alter their shape to suit the needs of the battlefield. They are capable of creating walls of pure energy to block incoming attacks or redirect energy back toward their attackers.

Prismor's Army:

1. Refracted Knights (20 million)
Knights who wield shields and swords made of refracted light. They specialize in defense, using their shields to deflect enemy attacks and turning their swords into beams of concentrated energy that can slice through solid metal.

2. Prismatic Berserkers (30 million)
Fierce warriors whose bodies shimmer with the light of a thousand colors. They unleash devastating attacks that are enhanced by their radiant energy, capable of devastating entire battalions in a single assault.

3. Chromatic Elementals (35 million)
Elemental beings that control the forces of light in various forms. Some can summon waves of blinding light, while others create storms of color that disorient and destroy their enemies. They can shape their attacks to exploit the weaknesses of any opponent.

4. Mirror Sentinels (40 million)
Sentient beings that control mirrors and reflective surfaces. They can create infinite reflections of themselves, overwhelming their enemies with confusion and turning their own attacks back upon them. They are the masters of misdirection and surprise attacks.

With the creation of these vast and specialized armies, the Third Layer Lesser Absolutes now command an overwhelming force across the Divine Triad's universe. Each army is designed to exploit the unique powers and characteristics of their respective leaders, ensuring that no enemy will be able to stand against them in battle. The relentless march of these legions promises to reshape the balance of power in the cosmos.

[shortened version]

Chapter 100:
Third Layer Lesser Absolutes created their own army. Every one have four groups of troops.
(Name the third layer lesser Absolutes' troops' four groups and their numbers)
Third Layer Lesser Absolutes:
1. Luminis
2. Solara
3. Aurelan
4. Vastaron
5. Astralis II
6. Solstice
7. Nyxar
8. Draegon
9. Shadeon
10. Umbros
11. Noxis
12. Abyssian
13. Cindar
14. Flareon
15. Magmaeth
16. Volcanis
17. Emberus
18. Scorchon
19. Duskrion
20. Umbrion
21. Nocturne
22. Shadriel
23. Obscurus
24. Crepus
25. Blazeth
26. Emberith
27. Furnion
28. Infernus
29. Ashorin
30. Cinderith
31. Luminara
32. Spectraeth

33. Aurelis
34. Prismalith
35. Illumira
36. Prismor
37. Celestine
38. Stellarion
39. Cometis
40. Novaeth
41. Voidon
42. Aeonith